CLAIMS

It is claimed:

1. A method of simulating the inheritance properties of object-oriented programming languages when programming using a scripting language, comprising the steps of:

(a) declaring and defining a function to serve as a parent class;

(b) declaring and defining a function to serve as a child class of the parent class;

(c) creating a reference to an instance of the child class function;

(d) creating a reference to an instance of the parent class function; and

(e) redefining a function contained in the parent class within the child class, whereby the function redefined within the child class is called while preserving the ability to call the function defined within the parent class.

2. The method of claim 1 wherein the scripting language is JavaScript.

3. The method of claim 1 wherein the scripting language is VBScript.

4. The method of claim 1 wherein the scripting language is used to assist in the presentation of multimedia content on a viewing device.

5. The method of claim 1 wherein a web page that contains the scripting language is sent over a network to a viewing device so that multimedia content may be presented on the viewing device.

6. The method of claim 1 further comprising the steps of:

declaring and defining a function to serve as a subchild class of the child class;

creating a reference to an instance of the subchild class function;

creating a reference to an instance of the child class function; and

redefining a function contained in the child class within the subchild class,

whereby the function redefined within the subchild class is called while preserving the ability to call the function defined within the child class.

7. A computer-readable medium that contains software for simulating the inheritance properties of object-oriented programming languages when programming using a scripting language, comprising:

means for declaring and defining a function to serve as a parent class;

means for declaring and defining a function to serve as a child class of the parent class;

means for creating a reference to an instance of the child class function;

means for creating a reference to an instance of the parent class function; and

means for redefining a function contained in the parent class within the child class, whereby the function redefined within the child class is called while preserving the ability to call the function defined within the parent class.